L Number	Hits	Search Text	DB	Time stamp
–	1552	709/223.ccls. and @ay<=2000	USPAT; US-PGPUB; EPO	2004/08/26 15:17
–	143	709/223.ccls. and @ad<20000518 and stream$ and query	USPAT; US-PGPUB; EPO	2004/09/02 08:56
–	821	709/225.ccls. and @ay<=2000	USPAT; US-PGPUB; EPO	2004/08/26 08:59
–	46	709/223.ccls. and @ad<20000518 and stream$ and DNS	USPAT; US-PGPUB; EPO	2004/08/26 10:20
–	252	709/223.ccls. and @ad<20000518 and stream$ and client	USPAT; US-PGPUB; EPO	2004/08/26 10:26
–	2	709/223.ccls. and @ad<20000518 and stream$ and CDN	USPAT; US-PGPUB; EPO	2004/08/26 10:26
–	351	709/235.ccls. and @ay<=2000	USPAT; US-PGPUB; EPO	2004/08/26 15:41
–	50	709/235.ccls. and @ay<=2000 and $balance$	USPAT; US-PGPUB; EPO	2004/08/26 15:41
–	1168	709/$$$.ccls. and @ad<20000518 and $balance$ and name$	USPAT; US-PGPUB; EPO	2004/09/02 10:19
–	146	709/$$$.ccls. and @ad<20000518 and $balance$ and name$ and ($tier)	USPAT; US-PGPUB; EPO	2004/09/02 09:12
–	43	709/$$$.ccls. and @ad<20000518 and (load adj $balance$) and name$ and ($tier)	USPAT; US-PGPUB; EPO	2004/09/02 09:22
–	26	709/$$$.ccls. and @ad<20000518 and (load adj $balance$) and name$ and multi-tier	USPAT; US-PGPUB; EPO	2004/09/02 09:30
–	4	709/$$$.ccls. and @ad<20000518 and (load adj $balance$) and name$ and "master server"	USPAT; US-PGPUB; EPO	2004/09/02 10:16
–	5	709/$$$.ccls. and @ad<20000518 and (load adj $balance$) and "master server"	USPAT; US-PGPUB; EPO	2004/09/02 10:18
–	16	709/$$$.ccls. and @ad<20000518 and $media and query and nameserver	USPAT; US-PGPUB; EPO	2004/09/02 10:40
–	118	709/$$$.ccls. and @ad<20000518 and stream$ adj media	USPAT; US-PGPUB; EPO	2004/09/02 12:32
–	69	709/$$$.ccls. and @ad<20000518 and layered and DNS	USPAT; US-PGPUB; EPO	2004/09/02 12:33

P�RTAL

US Patent & Trademark Office

Subscribe (Full Service)   Register (Limited Service, Free)   Login

Search: ⦿ The ACM Digital Library   ○ The Guide

streaming media DNS RTSP

[SEARCH]

THE ACM DIGITAL LIBRARY

💬 Feedback   Report a problem   Satisfaction survey

Terms used **streaming** **media** **DNS** **RTSP**

Found **3,991** of **141,680**

Sort results by | relevance ▼ |

Display results | expanded form ▼ |

❖ Save results to a Binder

[?] Search Tips

☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200
Best 200 shown

Result page: **1**   2   3   4   5   6   7   8   9   10   next

Relevance scale ▢ ▬ ▬ ■ ■

1   Content management: MediSyn: a synthetic streaming media service workload generator   ■
Wenting Tang, Yun Fu, Ludmila Cherkasova, Amin Vahdat
June 2003   **Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video**
Full text available: 📄 pdf(383.54 KB)   Additional Information: full citation, abstract, references, citings, index terms

Currently, Internet hosting centers and content distribution networks leverage statistical multiplexing to meet the performance requirements of a number of competing hosted network services. Developing efficient resource allocation mechanisms for such services requires an understanding of both the short-term and long-term behavior of client access patterns to these competing services. At the same time, streaming media services are becoming increasingly popular, presenting new challenges for desi ...

Keywords: streaming media, workload analysis, workload generator

2   Scalable on-demand media streaming with packet loss recovery   ■
Anirban Mahanti, Derek L. Eager, Mary K. Vernon, David J. Sundaram-Stukel
April 2003   **IEEE/ACM Transactions on Networking (TON)**, Volume 11 Issue 2
Full text available: 📄 pdf(680.99 KB)   Additional Information: full citation, abstract, references, citings, index terms

Previous scalable on-demand streaming protocols do not allow clients to recover from packet loss. This paper develops new protocols that: 1) have a tunably short latency for the client to begin playing the media; 2) allow heterogeneous clients to recover lost packets without jitter as long as each client's *cumulative* loss rate is within a tunable threshold; and 3) assume a tunable upper bound on the transmission rate to each client that can be as small as a fraction (e.g., 25%) greater th ...

Keywords: multicast, packet loss recovery, performance evaluation, periodic broadcast, scalable protocols, streaming media, video-on-demand

3   Session 5: P2P and streaming: A hierarchical characterization of a live streaming media workload   ■
Eveline Veloso, Virgílio Almeida, Wagner Meira, Azer Bestavros, Shudong Jin
November 2002   **Proceedings of the second ACM SIGCOMM Workshop on Internet measurment**
Full text available: 📄 pdf(1.33 MB)   Additional Information: full citation, abstract, references, index terms

We present what we believe to be the first thorough characterization of *live* streaming media content delivered over the Internet. Our characterization of over 3.5 million requests spanning a 28-day period is done at three increasingly granular levels, corresponding to clients, sessions, and transfers. Our findings support two important conclusions. First, we show that the nature of interactions between users and objects is fundamentally different for live versus stored objects. Access to ...

4   Structuring internet media streams with cueing protocols   ■
Jack Brassil, Henning Schulzrinne
August 2002   **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 4
Full text available: 📄 pdf(282.39 KB)   Additional Information: full citation, abstract, references, citings, index terms

We propose a new, media-independent protocol for including program timing, structure, and identity information in Internet media streams. The protocol uses signaling messages called *cues* to indicate events whose timing is significant to receivers, such as the start or stop time of a media program. We describe the implementation and operation of a prototype Internet radio